REMARKS

By the present amendment, Claims 1, 10, 16 and 22 have been amended. Claims 1, 2 and 4-28 are pending in the application, with Claims 1, 10, 16 and 22 being independent claims. Claims 1, 2, 4-6, 9-12, 15-18, 21-25 and 28 are again rejected under 35 U.S.C. § 103(a) as allegedly being unpatentable over Skelly (U.S. Patent No. 6,064,383) in view of Umeda (Japan Patent Application Publication No. 10-198615) and Watanabe (U.S. Patent No. 6,539,240 B1). Claims 7, 8, 13, 14, 19, 20, 26 and 27 are again rejected under 35 U.S.C. § 103(a) as allegedly being unpatentable over Skelly in view of Umeda, Watanabe and Evans (U.S. Patent Application Publication No. 2004/0002325 A1).

The Examiner again concedes that Skelly fails to specifically disclose creating by the user, at least one emoticon formed by utilizing a plurality of typical characters and special characters in combination. The Examiner states that Umeda suggests these recitations in paragraphs 19 and 24, and again asserts that it would have been obvious to modify Skelly with the alleged suggestions of Umeda. The Examiner also again concedes that Skelly and Umeda fail to disclose storing as part of a short message the emoticon selected by a user. The Examiner states that Watanabe suggests these recitations in FIGs. 2-6, col. 6, lines 11-61, and col. 7, line 55 to col. 8, line 61, and again asserts that it would have been obvious to modify Skelly with the alleged suggestions of Watanabe.

Independent Claim 1 has been amended to recite, in part, an emoticon input method in a mobile terminal, including creating, by a user, at least one emoticon formed by utilizing a plurality of typical characters and special characters in combination; storing the at least one formed emoticon in the mobile terminal; entering an emoticon input mode; displaying the stored emoticons in an emoticon input mode; selecting a created and stored emoticon; and storing within a short message the emoticon selected by the user. Independent Claims 10, 16 and 22 have also been amended in a similar manner.

As the Examiner knows, Skelly describes a method and system for selecting an emotional appearance and prosody for a graphical character. Skelly is directed to a user interface that

enables the user to select a character appearance that corresponds with an emotional intensity. FIG. 1 of Skelly shows a comic panel 10 that includes characters, such as character 18, and speech balloons 12. Each speech balloon holds text for an associated character. The speech balloons 12 include pointing portions 16 that help a viewer to associate the speech balloons with their characters. The comic panel 10 is generated by a comic generation system that enables uses on different computers to interactively input text to communicate with each other. When a user enters a chat session, the user selects from amongst a number of different character choices. The system shown in FIG. 1 automatically selects gestures and expressions for a character based on input text.

The purpose of Skelly is to provide a user interface component that is logically partitioned into sub-regions and is displayed on a display device. The user interface component of Skelly is not within a short message sent between users. Rather, the user interface is a character associated with messages created by a particular user, and is separate from the message. Therefore, Skelly fails to teach or reasonably suggest storing within a short message the emoticon selected by the user, as recited in the claims.

Umeda, Watanabe, and Evans fail to supplement the deficiencies of Skelly because Umeda, Watanabe, Evans, or any combination thereof, fail to teach or reasonably suggest storing within a short message the emoticon selected by the user.
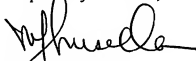
More particularly, Skelly, Umeda, Watanabe, Evans, or any combination thereof, fails to teach or reasonably suggest an emoticon input method in a mobile terminal, including creating, by a user, at least one emoticon formed by utilizing a plurality of typical characters and special characters in combination; storing the at least one formed emoticon in the mobile terminal; entering an emoticon input mode; displaying the stored emoticons in an emoticon input mode; selecting a created and stored emoticon; and storing within a short message the emoticon selected by the user, as recited in Claim 1. Skelly, Umeda, Watanabe, Evans, or any combination thereof, also fails to teach or reasonably suggest similar recitations in independent Claims 10, 16 and 22.

Accordingly, independent Claims 1, 10, 16 and 22 are allowable over Skelly, Umeda, Watanabe, Evans, or any combination thereof.

While not conceding the patentability of the dependent claims, *per se*, Claims 2, 4-9, 11-15, 17-21 and 23-28 are also allowable for at least the above reasons.

Accordingly, all of the claims pending in the Application, namely, Claims 1, 2 and 4-28, are in condition for allowance. Should the Examiner believe that a telephone conference or personal interview would facilitate resolution of any remaining matters, the Examiner may contact Applicant's attorney at the number given below.

Respectfully submitted,

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